

Application Submits
Number

IDS Flag Clearance for Application 09887824



Content	Mailroom Date	Entry Number	IDS Review	Last Modified	Reviewer
WIDS	2002-02-07	59	ΥŒ	2007-06-05 12:03:47.0	CR #235743
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EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	42	goal and student and student and invoice and loan and feedback and bussim and spreadsheet	USPAT .	OR	OFF	2007/06/07 19:22
L2	54	goal and student and student and invoice and loan and feedback and bussim and spreadsheet	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/06/07 19:22

Patent Database Search Results: goal and student and student and invoice and loan and fe... Page 1 of 2

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Searching US Patent Collection...

Results of Search in US Patent Collection db for: (((((((goal AND student) AND student) AND invoice) AND loan) AND feedback) AND bussim) AND spreadsheet): 42 patents.

Hits 1 through 42 out of 42

Anno 10	

Refine Search

goal and student and student and invoice and loan an

PAT.

Title

- NO.
- 1 7,194,444 **T** Goal based flow of a control presentation system
- 2 7,156,665 T Goal based educational system with support for dynamic tailored feedback
- 3 7,152,092 T Creating chat rooms with multiple roles for multiple participants
- 4 7,117,189 T Simulation system for a simulation engine with a help website and processing engine
- 5 7,089,222 T Goal based system tailored to the characteristics of a particular user
- 6 7,065,513 **T** Simulation enabled feedback system
- 7 7,065,512 T Dynamic toolbar in a tutorial system
- 8 7,054,848 T Goal based system utilizing a time based model
- 9 7,047,279 T Creating collaborative application sharing
- 10 6,993,513 T Interactive simulations utilizing a remote knowledge base
- 11 6,970,858 T Goal based system utilizing an activity table
- 12 6,947,914 T Goal based educational system with support for dynamic characteristic tuning
- 13 6,944,596 T Employee analysis based on results of an education business simulation
- 14 6,782,374 **T** System, method and article of manufacturing for a runtime program analysis tool for a simulation engine
- 15 6,745,170 T Goal based educational system with support for dynamic characteristic tuning
- 16 6,658,398 T Goal based educational system utilizing a remediation object
- 17 6,611,822 **T** System method and article of manufacture for creating collaborative application sharing
- 18 <u>6,549,893</u> **T** <u>System, method and article of manufacture for a goal based system utilizing a time based model</u>
- 19 <u>6,542,880</u> **T** <u>System, method and article of manufacture for a goal based system utilizing a table based architecture</u>
- 20 <u>6,535,861</u> **T** <u>Goal based educational system with support for dynamic characteristics tuning using a spread sheet object</u>

T

Patent Database Search Results: goal and student and student and invoice and loan and fe... Page 2 of 2

- 21 6,493,690 Goal based educational system with personalized coaching
- 22 6,134,539 **T** System, method and article of manufacture for a goal based education and reporting system
- 23 6,125,358 **T** System, method and article of manufacture for a simulation system for goal based education of a plurality of students
- 24 <u>6,101,489</u> **T** System, method and article of manufacture for a goal based system utilizing a time based model
- 25 6,085,184 T System, method and article of manufacture for a dynamic toolbar in a tutorial system
- 26 <u>6,073,127</u> **T** <u>System, method and article of manufacture for a goal based system with dynamic feedback information</u>
- 27 6,067,538 **T** System, method and article of manufacture for a simulation enabled focused feedback tutorial system
- 28 6,067,537 **T** System, method and article of manufacture for a goal based educational system with support for dynamic personality feedback
- 29 <u>6,064,998</u> **T** <u>System, method and article of manufacture for a simulation engine with an expert system example processing engine</u>
- 30 <u>6,032,141</u> **T** <u>System, method and article of manufacture for a goal based educational system with support for dynamic tailored feedback</u>
- 31 <u>6,029,159</u> **T** <u>System, method and article of manufacture for a simulation enabled accounting tutorial system</u>
- 32 6,029,158 T System, method and article of manufacture for a simulation enabled feedback system
- 33 6,029,156 T Goal based tutoring system with behavior to tailor to characteristics of a particular user
- 34 <u>6,026,386</u> **T** <u>System, method and article of manufacture for a goal based educational system with support for dynamic media control</u>
- 35 6,023,692 T Goal based tutoring system with behavior to control flow of presentation
- 36 6,023,691 T Goal based stimulator utilizing a spreadsheet architecture
- 37 <u>6,018,732</u> **T** <u>System, method and article of manufacture for a runtime program regression analysis tool for a simulation engine</u>
- 38 <u>6,018,731</u> **T** <u>System, method and article of manufacture for a goal based system utilizing a spreadsheet and table based architecture</u>
- 39 <u>6,018,730</u> **T** <u>System, method and article of manufacture for a simulation engine with a help website and processing engine</u>
- 40 <u>6,016,486</u> **T** <u>System method and article of manufacture for a goal based system utilizing an activity table</u>
- 41 <u>6,003,021</u> **T** <u>System, method and article of manufacture for a simulation system for goal based</u> education
- 42 5,987,443 T System, method and article of manufacture for a goal based educational system





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IEEE XPLORE GUIDE

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» Key

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IEEE JNL

IET Journal or Magazine

IEEE CNF

IEEE Conference Proceeding

IET CNF

IET Conference Proceeding

IEEE STD

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IEEE Standard

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Best 200 shown

Relevance scale

The systems analyst encounters quality management

Janis Rogainis

Results 1 - 20 of 200

October 1994 Proceedings of the 22nd annual ACM SIGUCCS conference on User services SIGUCCS '94

Publisher: ACM Press

Full text available: 🔁 pdf(837.38 KB) Additional Information: full citation, index terms

FRA: using a goal-based scenario to teach financial statement analysis

David A. Foster

April 1994 Proceedings of the 1994 ACM symposium on Applied computing SAC '94

Publisher: ACM Press

Full text available: pdf(543.60 KB) Additional Information: full citation, references, index terms

Keywords: financial accounting education, intelligent tutoring systems, learning by doing

Teaching real-world analysis skills with a goal-based scenario

David A. Foster

July 1996 Proceedings of the 1996 international conference on Learning sciences **ICLS '96**

Publisher: International Society of the Learning Sciences

Full text available: pdf(457.69 KB) Additional Information: full citation, abstract, references

This paper introduces a software architecture useful for teaching a particular class of realworld analysis tasks. It is based on a kind of teaching framework called a goal-based scenario, a "learning by doing" environment in which the student acts in a realistic role and obtains helpful coaching while performing assigned tasks. I describe a fully operational prototype system, Financial Report Analyst (FRA), which was built using this architecture. In FRA, the student learns skills in financial ...

Computing curricula 2001

September 2001 Journal on Educational Resources in Computing (JERIC)

Publisher: ACM Press

Full text available: pdf(613.63 KB) Additional Information: full citation, references, citings, index terms

(4) html(2.78 KB)

5 Reducing lecture and increasing student activity in large computer science courses



Roy P. Pargas

June 2006 ACM SIGCSE Bulletin, Proceedings of the 11th annual SIGCSE conference on Innovation and technology in computer science education ITICSE '06,

Volume 38 Issue 3

Publisher: ACM Press

Full text available: 🗖 pdf(576.44 KB) Additional Information: full citation, abstract, references, index terms

This paper describes how one instructor uses a web-based tool called *MessageGrid* in a laptop-enhanced computer science course to accomplish five goals: (1) to solicit questions from students regarding pre-lecture reading assignments, (2) to engage the students in classroom activity that supports the lecture material for the day, (3) to conduct short, frequent assessments of student comprehension, (4) to conduct exercises that encourage peer-learning, and (5) to use *Ink*-based softwa ...

Keywords: CS education research, classroom management, courseware, multimedia, pedagogy

6 Software testing: An empirical evaluation of a testing and debugging methodology for





Jeffrey Carver, Marc Fisher, Gregg Rothermel

September 2006 Proceedings of the 2006 ACM/IEEE international symposium on International symposium on empirical software engineering ISESE '06

Publisher: ACM Press

Full text available: pdf(561.91 KB) Additional Information: full citation, abstract, references, index terms

Spreadsheets are one of the most commonly used types of programs in the world, and it is important that they be sufficiently dependable. To help end users who create spreadsheets do so more reliably, we have created a testing and debugging methodology and environment for use in spreadsheets, known as the WYSIWYT methodology. Our prior experiments with WYSIWYT show that users can utilize it to ensure that their spreadsheets are more dependable, but these experiments to date have considered only a ...

Keywords: empirical study, end-user software engineering, human subjects

7 Research papers: reverse engineering & refactoring: Inferring templates from





spreadsheets

Robin Abraham, Martin Erwig

May 2006 Proceeding of the 28th international conference on Software engineering ICSE '06

Publisher: ACM Press

Full text available: pdf(1.09 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> <u>terms</u>

We present a study investigating the performance of a system for automatically inferring spreadsheet templates. These templates allow users to safely edit spreadsheets, that is, certain kinds of errors such as range, reference, and type errors can be provably prevented. Since the inference of templates is inherently ambiguous, such a study is required to demonstrate the effectiveness of any such automatic system. The study results show that the system considered performs significantly better tha ...

Keywords: end-user software engineering, spreadsheet specification, template inference

Results (page 1): goal and student and student and invoice and loan and feedback and bus... Page 3 of 5

8 A Study of Computer Science Students' Ethical Attitudes and Its Implications to

Tero Vartiainen

September 2003 ACM SIGCAS Computers and Society, Volume 33 Issue 3

Publisher: ACM Press

Full text available: html(171.86 KB) Additional Information: full citation, abstract, citings htm(457.45 KB)

In this study I investigated 198 Finnish computer science students' attitudes concerning computer usage and professional practic e in computing to determine content for computer ethics education. Students were to analyse acceptability of individuals' behavi our in 23 cases. It is postulated that divergence of attitudes in cases lead students to present opposing viewpoints during smal I group discussions and thus to develop moral sensitivity and judgment in students. The following issues ...

Hands-on microcomputer training

Bill Brown, Marilyn Everingham September 1985 Proceedings of the 13th annual ACM SIGUCCS conference on User services: pulling it all together SIGUCCS '85

Publisher: ACM Press

Full text available: pdf(2.23 MB) Additional Information: full citation, abstract, index terms

Hands-on microcomputer training presents computer educators with a new set of opportunities and challenges. The opportunity for participants to interact with the machine and software in the presence of instructors markedly decreases the struggle many new computer users experience. Questions can be answered and instruction can be generalized in the context of actual problems encountered by participants. Our curriculum has included the basic operation of microcomputers and a variety of softwa ...

10 Automated testing of databases and spreadsheets - the long and the short of it

C. Simon, Peter Summons

December 2000 Proceedings of the Australasian conference on Computing education ACSE '00

Publisher: ACM Press

Full text available: 📆 pdf(495.31 KB) Additional Information: full citation, abstract, references, citings

Our introductory Information System subjects include the teaching and assessment of skills in word processing, spreadsheets, and databases. Having made pleasing progress with the automated generation and marking of the spreadsheet tests, we found that our move to automate the database testing highlighted some important distinctions between the two. In essence, spreadsheet testing is comparable to short-answer test and database to long-answer test, which require a markedly different approach. < ...

11 Knowing where "here" is: a study of current student computing resources at the

University of Washington

Nancy Bixler

November 1995 Proceedings of the 23rd annual ACM SIGUCCS conference on User services: winning the networking game SIGUCCS '95

Publisher: ACM Press

Full text available: pdf(441.26 KB) Additional Information: full citation, index terms

12 An example of management training in expert systems: SBA loan evaluation system

Sudesh M. Duggal, Paul R. Popovich

September 1990 Proceedings of the 1990 ACM SIGBDP conference on Trends and directions in expert systems SIGBDP '90

Publisher: ACM Press

Additional Information: full citation, references, index terms Full text available: pdf(2.19 MB)

Results (page 1): goal and student and student and invoice and loan and feedback and bus... Page 4 of 5

13 Self

David Ungar, Randall B. Smith

June 2007 Proceedings of the third ACM SIGPLAN conference on History of programming languages HOPL III

Publisher: ACM Press

Full text available: pdf(1.70 MB) Additional Information: full citation, abstract, references, index terms

The years 1985 through 1995 saw the birth and development of the language Self, starting from its design by the authors at Xerox PARC, through first implementations by Ungar and his graduate students at Stanford University, and then with a larger team formed when the authors joined Sun Microsystems Laboratories in 1991. Self was designed to help programmers become more productive and creative by giving them a simple, pure, and powerful language, an implementation that combined ease of use wit ...

Keywords: Self, adaptive optimization, cartoon animation, dynamic language, dynamic optimization, exploratory programming, history of programming languages, morphic, object-oriented language, programming environment, prototype-based programming language, virtual machine

14 Visualization technologies as a tool for science education (panel session)

Robert Sherman Wolff, Dan Sandin, Paul Trunfio, Larry Yaeger, Paul Hickman August 1990 ACM SIGGRAPH 90 Panel Proceedings SIGGRAPH '90

Publisher: ACM Press

Full text available: pdf(3.09 MB)

Additional Information: full citation, index terms

15 Educating a new engineer

Peter J. Denning

December 1992 Communications of the ACM, Volume 35 Issue 12

Publisher: ACM Press

Full text available: pdf(10.14 MB)

Additional Information: full citation, references, citings, index terms,

review

16 Business process re-design in the academic environment: a methodical approach to

maximizing the impact of scarce information technology support resources

Roger W. Harris

November 1993 Proceedings of the 21st annual ACM SIGUCCS conference on User services SIGUCCS '93

Publisher: ACM Press

Full text available: pdf(2.06 MB) Additional Information: full citation, references, index terms

17 Education papers: advanced topics in software engineering education: Engineering

the software requirements of nonprofits: a service-learning approach

May 2006 Proceeding of the 28th international conference on Software engineering ICSE '06

Publisher: ACM Press

Full text available: 📆 pdf(254.02 KB) Additional Information: full citation, abstract, references, index terms

This paper is a cross-study of service-learning projects executed by student groups in a 10-week course on software engineering. The principal benefits of service-learning are demonstrated by the groups in this setting. The course is structured to support the project activities; timely brainstorming and negotiation roleplay exercises help the teams arrive at pragmatic baselines with their clients. The study highlights overlaps in the software requirements of nonprofits. The paper apprises the re ...

Results (page 1): goal and student and student and invoice and loan and feedback and bus... Page 5 of 5

Keywords: NGO, brainstorm, negotiation, nonprofit, requirements, service-learning, software engineering

18 Visualizing geospatial data

Theresa Marie Rhyne, Alan MacEachren, Theresa-Marie Rhyne August 2004 ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04

Publisher: ACM Press

Additional Information: full citation, abstract Full text available: pdf(14.01 MB)

This course reviews concepts and highlights new directions in GeoVisualization. We review four levels of integrating geospatial data and geographic information systems (GIS) with scientific and information visualization (VIS) methods. These include: • Rudimentary: minimal data sharing between the GIS and Vis systems. Operational: consistency of geospatial data. Functional: transparent communication between the GIS and Vis systems. Merged: one comprehensive toolkit environmentW ...

19 Risks to the public in computers and related systems

Peter G. Neumann

April 1993 ACM SIGSOFT Software Engineering Notes, Volume 18 Issue 2

Publisher: ACM Press

Additional Information: full citation, citings, index terms Full text available: pdf(1.60 MB)

20 Testing and analysis: Automatic generation and maintenance of correct spreadsheets

Martin Erwig, Robin Abraham, Irene Cooperstein, Steve Kollmansberger

May 2005 Proceedings of the 27th international conference on Software engineering ICSE '05, Proceedings of the 27th international conference on Software engineering ICSE '05

Publisher: ACM Press, IEEE Computer Society

Full text available: pdf(272.30 KB) Additional Information: full citation, abstract, references, citings, index terms

Existing spreadsheet systems allow users to change cells arbitrarily, which is a major source of spreadsheet errors. We propose a system that prevents errors in spreadsheets by restricting spreadsheet updates to only those that are logically and technically correct. The system is based on the concept of templates that describe the principal structure of the initial spreadsheet and all of its future versions. We have developed a program generator that translates a template into an initial spreads ...

Keywords: end-user software engineering, error prevention, program generation, spreadsheet, template, type system

Result page: 1 2 3 4 5 6 7 8 9 10 Results 1 - 20 of 200

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Neievance scal

21 Charles W. Bachman interview: September 25-26, 2004; Tucson, Arizona

•

Thomas Haigh

January 2006 ACM Oral History interviews

Publisher: ACM Press

Full text available: pdf(761.66 KB) Additional Information: full citation, abstract

Charles W. Bachman reviews his career. Born during 1924 in Kansas, Bachman attended high school in East Lansing, Michigan before joining the Army Anti Aircraft Artillery Corp, with which he spent two years in the Southwest Pacific Theater, during World War II. After his discharge from the military, Bachman earned a B.Sc. in Mechanical Engineering in 1948, followed immediately by an M.Sc. in the same discipline, from the University of Pennsylvania. On graduation, he went to work for Do ...

22 Implementing SAP R/3 at the University of Nebraska

Tim Sieber, Keng Siau, Fiona Nah, Michelle Sieber

January 1999 Proceeding of the 20th international conference on Information Systems ICIS '99

Publisher: Association for Information Systems

Full text available: pdf(695.87 KB) Additional Information: full citation, citings, index terms

23 Illustrative risks to the public in the use of computer systems and related technology



Peter G. Neumann

January 1996 ACM SIGSOFT Software Engineering Notes, Volume 21 Issue 1

Publisher: ACM Press

Full text available: pdf(2.54 MB)

Additional Information: full citation

24 Evolutionary programming techniques for testing students' code



Cara MacNish

December 2000 Proceedings of the Australasian conference on Computing education ACSE '00

Publisher: ACM Press

Full text available: pdf(506.78 KB) Additional Information: full citation, abstract, references, citings

Tools for analysing student code offer great potential for enhancing student learning through informing both students and staff. One such tool, the datlab system, has been successfully employed in second year data structures courses and provides facilities for

Results (page 2): goal and student and student and invoice and loan and feedback and bus... Page 2 of 5

testing students' laboratory work, providing feedback to students, and assigning marks for completed tasks. While the system has proven successful, there is potential for significant improvement in the way that code is analysed and the ...

Keywords: automated software testing, computer science education, evolutionary computation, genetic algorithms, tools for teaching and learning

25 Illustrative risks to the public in the use of computer systems and related technology



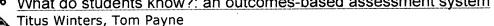
Peter G. Neumann

January 1994 ACM SIGSOFT Software Engineering Notes, Volume 19 Issue 1

Publisher: ACM Press

Additional Information: full citation, citings, index terms Full text available: pdf(2.24 MB)

26 What do students know?: an outcomes-based assessment system



October 2005 Proceedings of the 2005 international workshop on Computing education research ICER '05

Publisher: ACM Press

Full text available: pdf(161.73 KB) Additional Information: full citation, abstract, references, index terms

Well-run organizations collect, archive and analyze data relating to the effectiveness of their important processes. Educational institutions discard a wealth of student scores that could be analyzed. Each score contains important information about the student as well as the item (i.e., problem or question). This paper describes our project to develop an outcomes-based assessment system that mines per-item scores to track each student's skills and knowledge. Statistical inference techniques from ...

27 Creating creativity: user interfaces for supporting innovation

Ben Shneiderman

March 2000 ACM Transactions on Computer-Human Interaction (TOCHI), Volume 7 Issue

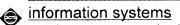
Publisher: ACM Press

Additional Information: full citation, abstract, references, citings, index Full text available: pdf(934.75 KB) terms, review

A challenge for human-computer interaction researchers and user interf ace designers is to construct information technologies that support creativity. This ambitious goal can be attained by building on an adequate understanding of creative processes. This article offers a four-phase framework for creativity that might assist designers in providing effective tools for users: (1)Collect: learn from provious works stored in libraries, the Web, etc.; (2) Relate ...

Keywords: creativity support tools, direct manipulation, graphical user interfaces, human-computer interaction, information visualization

28 IS '97: model curriculum and guidelines for undergraduate degree programs in



Gordon B. Davis, John T. Gorgone, J. Daniel Couger, David L. Feinstein, Herbert E.

Longenecker

December 1996 ACM SIGMIS Database, Guidelines for undergraduate degree programs on Model curriculum and guidelines for undergraduate degree programs in information systems IS '97, Volume 28 Issue 1

Publisher: ACM Press

Full text available: pdf(7.24 MB) Additional Information: full citation, citings

29	A pen-based paperless environment for annotating and marking student assignments						
23	Beryl Plimmer, Paul Mason January 2006 Proceedings of the 7th Australasian User interface conference - Volume						
	50 AUIC '06 Publisher: Australian Computer Society, Inc.						
	Full text available: pdf(446.65 KB) Additional Information: full citation, abstract, references, index terms						
	A paperless environment for annotating student assignments is appealing to teachers and students. However, to do this, while retaining the richness and ease of annotating the work with a red pen, has not been possible until recently. This project presents an annotation problem that requires digital annotation, and additionally functionality to properly support the user requirements to move efficiently between assignments, and simultaneously annotate and record marks for the assignment. With Penmar						
	Keywords: annotation, online marking, paperless environment, pen-based interaction						
30	Training teachers to use information technology to support integrated instruction: what teacher trainers learned from their students Gerald G. Mansergh, Marilyn V. Nelson, Charles D. Swanson November 1998 Proceedings of the 1998 ACM/IEEE conference on Supercomputing (CDROM) Supercomputing '98 Publisher: IEEE Computer Society						
	Full text available: html(41.88 KB) Additional Information: full citation, abstract, references						
	For three years, teams of Minnesota science, mathematics and technology teachers learned to use computational science in <i>Envision It!</i> under a National Science Foundation grant. Two cadres of middle, junior high and high school teachers participated in intensive summer institutes, school-year follow-up sessions and electronic networking. The instructional design and delivery team for <i>Envision It!</i> was a powerful collaboration of professionals from non-profit and for-profit organizatio						
	Keywords : computational, computer, curriculum, lessons, math, modeling, science, teacher						
31	Columns: Risks to the public in computers and related systems						
•	Peter G. Neumann January 2001 ACM SIGSOFT Software Engineering Notes, Volume 26 Issue 1 Publisher: ACM Press						
	Full text available: pdf(3.24 MB) Additional Information: full citation						
32	Selected writings on computing: a personal perspective Edsger W. Dijkstra January 1982 Book	X					
	Publisher: Springer-Verlag New York, Inc.						
	Full text available: pdf(60.98 MB) Additional Information: full citation, abstract, references, cited by, index terms						
	Since the summer of 1973, when I became a Burroughs Research Fellow, my life has been very different from what it had been before. The daily routine changed: instead of going to the University each day, where I used to spend most of my time in the company of others, I now went there only one day a week and was most of the time that is, when not travelling! alone in my study. In my solitude, mail and the written word in general became more and more important. The circumstance that my employe						
33	Level II technical support in a distributed computing environment						

Resu	lts (page 2): goal and student and student and invoice and loan and feedback and bus Page 4	01 3
\rightarrow	September 1996 Proceedings of the 24th annual ACM SIGUCCS conference on User services SIGUCCS '96	
	Publisher: ACM Press Full text available: pdf(5.73 MB) Additional Information: full citation, references, index terms	
34	Assessing data quality in accounting information systems David Kaplan, Ramayya Krishnan, Rema Padman, James Peters February 1998 Communications of the ACM, Volume 41 Issue 2	
	Publisher: ACM Press	
	Full text available: pdf(249.94 KB) Additional Information: full citation, references, citings, index terms, review	
35	Illustrative risks to the public in the use of computer systems and related technology	
\$	Peter G. Neumann January 1992 ACM SIGSOFT Software Engineering Notes, Volume 17 Issue 1	•
	Publisher: ACM Press Full text available: pdf(1.65 MB) Additional Information: full citation, citings, index terms	
36	Simulation education: simulation as a tool for teaching supply chain concepts: Combining hands-on, spreadsheet and discrete event simulation to teach supply chain management	
	Jeffrey Adams, Jerry Flatto, Leslie Gardner December 2005 Proceedings of the 37th conference on Winter simulation WSC '05	
	Publisher: Winter Simulation Conference Full text available: pdf(309.94 KB) Additional Information: full citation, abstract, references	
	This paper describes the effect of combining hands-on simulation with spreadsheets and discrete event simulations. These tools enhance the student learning process of supply chain management principles. Active, hands-on learning is one of the most effective types of learning but is very time consuming. Supplementing it with computer simulation enhances the hands-on learning to cover more material in less time making an efficient and effective learning experience.	
37 ③	An alternative culminating experience for master's students in computer science James C. McKim, Timothy O. Martyn, Roger H. Brown, Michael M. Danchak, Kathleen L. Farrell, C. William Higginbotham, Irina S. Ilovic, Brian J. McCartin, J. Peter Matelski March 1991, ACM SIGGSE Bulletin. Proceedings of the twenty second SIGGSE	
	March 1991 ACM SIGCSE Bulletin , Proceedings of the twenty-second SIGCSE technical symposium on Computer science education SIGCSE '91, Volume 23 Issue 1 Publisher: ACM Press	
	Full text available: pdf(721.25 K) Additional Information: full citatioB, references, index terms	
38	Making connections: first year transition for computer science and software engineering students	
	Alistair Moffat, Baden Hughes, Harald Søndergaard, Paul Gruba January 2005 Proceedings of the 7th Australasian conference on Computing education - Volume 42 ACE '05	
	Publisher: Australian Computer Society, Inc. Full text available: pdf(143.70 KB) Additional Information: full citation, abstract, references, index terms	
	During the last decade, an increasing emphasis has been placed on the need for carefully planned transition programs to help first-year students integrate into university. In this	

Results (page 2): goal and student and student and invoice and loan and feedback and bus... Page 5 of 5 paper we critically examine our experiences in designing and running successive transition programs for Computer Science and Software Engineering students. Over the last three years we have trialled several models. At present, our program requires all entering students to be enrolled in a transition subject, "Making Co ... 39 Automated assessment and marking of spreadsheet concepts Peter Summons, Jo Coldwell, Christine Bruff, Frans Henskens July 1997 Proceedings of the 2nd Australasian conference on Computer science education ACSE '97 Publisher: ACM Press Additional Information: full citation, references, citings, index terms Full text available: pdf(1.17 MB) 40 What is your software worth? Gio Wiederhold September 2006 Communications of the ACM, Volume 49 Issue 9 Publisher: ACM Press Full text available: pdf(333.71 KB) Additional Information: full citation, abstract, references, index terms html(893.00 bytes) By applying well-known principles of intellectual property valuation, sales expectations, growth of maintained software, discounting to present value, and the like, a method is presented for valuingsoftware based on the income that use of the softwareis expected to generate in the future. <u>9 10</u> Result page: previous 1 2 3 4 5 6 7 next Results 21 - 40 of 200

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41 The student record book: showing the value of documentation

Robyn Gibson

June 2002 ACM SIGCSE Bulletin, Proceedings of the 7th annual conference on Innovation and technology in computer science education ITiCSE '02,

Volume 34 Issue 3

Publisher: ACM Press

Full text available: pdf(182.89 KB) Additional Information: full citation, abstract

Students in an introductory programming subject are encouraged to keep a record book of their activities. By the end of semester many have come to realise, almost to their surprise, that documentation is useful. The encouragement includes the use of "carrots" and "sticks".

42 Information systems outsourcing: a survey and analysis of the literature

Jens Dibbern, Tim Goles, Rudy Hirschheim, Bandula Jayatilaka November 2004 ACM SIGMIS Database, Volume 35 Issue 4

Publisher: ACM Press

Full text available: pdf(1.51 MB)

Additional Information: full citation, abstract, references, citings

In the last fifteen years, academic research on information systems (IS) outsourcing has evolved rapidly. Indeed the field of outsourcing research has grown so fast that there has been scant opportunity for the research community to take a collective breath, and complete a global assessment of research activities to date. This paper seeks to address this need by exploring and synthesizing the academic literature on IS outsourcing. It offers a roadmap of the IS outsourcing literature, highligh ...

Keywords: determinants, literature review, outcomes, outsourcing, relationships, research approaches, theoretical foundations

43 Fostering interest in information technology: running a vacation school for pre-

University students

Helen Purchase, Andrew Hussey, Wayne Brookes, David Leadbetter

July 1997 Proceedings of the 2nd Australasian conference on Computer science education ACSE '97

Publisher: ACM Press

Full text available: pdf(959.12 KB) Additional Information: full citation, references, index terms

Results (page 3): goal and student and invoice and loan and feedback and bus... Page 2 of 6 44 Simulation education: Introductory teaching of simulation: teaching discrete event simulatation to business students: the alpha and omega Richard G. Born December 2003 Proceedings of the 35th conference on Winter simulation: driving innovation WSC '03 Publisher: Winter Simulation Conference Full text available: pdf(648.04 KB) Additional Information: full citation, abstract, references Managers of businesses worldwide are only beginning to realize the economic and improved decision-making value of discrete-event simulation. In order to accelerate the rate at which business managers employ simulation, such a course needs to be taught to more business students than is currently being done. This, in turn, implies the need for an improvement in the teaching of simulation to beginners, so that these fledglings will encourage fellow students to take a course in simulation because 45 Spreadsheets and databases—alternatives to programming for non-computer science majors M. Gene Bailey February 1987 ACM SIGCSE Bulletin, Proceedings of the eighteenth SIGCSE technical symposium on Computer science education SIGCSE '87, Volume 19 Issue 1 Publisher: ACM Press Full text available: 📆 pdf(484.21 KB) Additional Information: full citation, abstract, index terms Microcomputers have become easier and easier to use an emphasis is placed on software design for users with little or no experience. With a minimal amount of training, students or employees can become productive. Yet, academic programs still teach programming as a fundamental part of computer literacy. This paper proposes that the programming portion of the class be eliminated and replaced with a study of spreadsheets and databases. The paper discusses the manner in which spreadsheet and da ... 46 On automated message processing in electronic commerce and work support systems: speech act theory and expressive felicity Steven O. Kimbrough, Scott A. Moore October 1997 ACM Transactions on Information Systems (TOIS), Volume 15 Issue 4 Publisher: ACM Press Additional Information: full citation, abstract, references, citings, index Full text available: pdf(502.20 KB) terms Electronic messaging, whether in an office environment or for electronic commerce, is normally carried out in natural language, even when supported by information systems. For a variety of reasons, it would be useful if electronic messaging systems could have semantic access to, that is, access to the meanings and contents of, the messages they process. Given that natural language understanding is not a practicable alternative, there remain three approaches to delivering systems with semant ... Keywords: electronic commerce, formal language for business communication, speech act theory 47 Resources, tools, and techniques for problem based learning in computing Ainslie Ellis, Linda Carswell, Andrew Bernat, Daniel Deveaux, Patrice Frison, Veijo Meisalo, Jeanine Meyer, Urban Nulden, Joze Rugelj, Jorma Tarhio December 1998 Working Group reports of the 3rd annual SIGCSE/SIGCUE ITICSE conference on Integrating technology into computer science education ITiCSE-WGR '98 Publisher: ACM Press Full text available: pdf(69.36 KB) Additional Information: full citation, references, citings, index terms

Results (page 3): goal and student and student and invoice and loan and feedback and bus... Page 3 of 6 A goal-oriented approach to laboratory development and implementation Brenda C. Parker, John D. McGregor March 1995 ACM SIGCSE Bulletin, Proceedings of the twenty-sixth SIGCSE technical symposium on Computer science education SIGCSE '95, Volume 27 Issue 1 Publisher: ACM Press Full text available: pdf(534.38 KB) Additional Information: full citation, references, citings, index terms 49 ITICSE 2002 working group report: Information technology fluency in practice John P. Dougherty, Tom Dececchi, Tony Clear, Brad Richards, Stephen Cooper, Tadeusz Wilusz June 2002 ACM SIGCSE Bulletin, Working group reports from ITiCSE on Innovation and technology in computer science education ITiCSE-WGR '02, Volume 35 Issue 2 Publisher: ACM Press Additional Information: full citation, abstract, references, citings, index Full text available: pdf(360.69 KB) Recent work has stressed the importance of fluency with information technology (IT) in the modern world. This report presents a set of context profiles that detail courses and programs to realize increased IT fluency across a small sampling of academic institutions. The goal is to provide some representative examples for other schools interested in addressing the issues associated with IT fluency. Keywords: FITness, IT concepts, IT fluency, computer applications, context profiles, education, intellectual capabilities, non-majors 50 Resources, tools, and techniques for problem based learning in computing Ainslie Ellis, Linda Carswell, Andrew Bernat, Daniel Deveaux, Patrice Frison, Veijo Meisalo, Jeanine Meyer, Urban Nulden, Joze Rugelj, Jorma Tarhio October 1998 ACM SIGCUE Outlook, Volume 26 Issue 4 Publisher: ACM Press Additional Information: full citation, abstract, references, index terms Full text available: pdf(1.49 MB) In a problem-based learning (PBL) environment, students work in groups on real-life problems and have the opportunity to determine for themselves what they need to learn in the relevant subject area(s). A common feature of problem-based learning is to provide students with a range of resources that assist them in solving the problems. This paper attempts to classify resources according to the educational functions and activities for which they will be used. It also discusses communication patter ... 51 Using model dataflow graphs to reduce the storage requirements of constraints Bradley T. Vander Zanden, Richard Halterman September 2001 ACM Transactions on Computer-Human Interaction (TOCHI), Volume 8 Issue 3 **Publisher: ACM Press** Additional Information: full citation, abstract, references, index terms Full text available: pdf(1.28 MB) Dataflow constraints allow programmers to easily specify relationships among application objects in a natural, declarative manner. Most constraint solvers represent these dataflow relationships as directed edges in a dataflow graph. Unfortunately, dataflow graphs require a great deal of storage. Consequently, an application with a large number of constraints can get pushed into virtual memory, and performance degrades in interactive applications. Our solution is based on the observation that obj \dots Keywords: Class-instance model, dataflow constraints, graphical interfaces, language design and implementation, programming environments, prototype-instance model, storage optimization

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53	Students teaching students: incorporating presentations into a course Douglas D. Dankel, Jonathan Ohlrich March 2007 ACM SIGCSE Bulletin, Proceedinds of the 38th SIGCSE technical symposium on Computer science education SIGCSE '07, Volume 39 Issue 1 Publisher: ACM Press Full text available: pdf(218.15 KB) Additional Information: full citation, abstract, references, index terms	
	This paper presents the structure of a new elective course at the University of Florida, Artificial Intelligence in Computer Games, which addresses not only the technical aspects of creating realism within computer games, but also the need for more experiences in oral communication. Key elements of this course include the students conducting a majority of the teaching and actively participating in evaluating each other.	
	Keywords : classroom management, communication skills, course pedagogy, curriculum issues	
54 (Use of laboratories in computer science education: guidelines for good practice: report of the working group on computing laboratories Deborah Knox, Ursula Wolz, Daniel Joyce, Elliot Koffman, Joan Krone, Atika Laribi, J. Paul Myers, Viera K. Proulx, Kenneth A. Reek June 1996 ACM SIGCSE Bulletin, ACM SIGCUE Outlook, Proceedings of the 1st conference on Integrating technology into computer science education ITICSE '96, Volume 28, 24 Issue SI, 1-3 Publisher: ACM Press Full text available: pdf(1.88 MB) Additional Information: full citation, references, citings, index terms	
55	SIVIL: a true visual programming language for students Timothy F. Materson, R. Mark Meyer April 2001 Journal of Computing Sciences in Colleges, Proceedings of the sixth annual CCSC northeastern conference on The journal of computing in small colleges CCSC '01, Volume 16 Issue 4 Publisher: Consortium for Computing Sciences in Colleges Full text available: pdf(417.27 KB) Additional Information: full citation, abstract, references, citings, index terms This paper discusses the advantages and disadvantages of using SIVIL (SImple VIsual Language), a new visual programming language in development at Canisius College, to teach novice programmers to think more deeply about programming. In consideration of how SIVIL meets its goal of making programming easier for beginners, the paper will look at Bloom's Taxonomy, specifically at Bloom's levels of learning and how a visual language might aid or speed up the learning curve for students endeavoring	
56 ③	Gatekeepers in the action structure of software contracting: a case study of the evolution of user-developer relationships Ari Heiskanen, Jouni Similä November 1992 ACM SIGCPR Computer Personnel, Volume 14 Issue 1-2	
	Publisher: ACM Press Full text available: pdf(1.31 MB) Additional Information: full citation, abstract, citings, index terms	

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The case study history of the cooperation between a software house and its client over a time span of 6 years is analyzed through the metaphor of the gatekeeper role. The analysis shows that, contrary to earlier research employing the gatekeeper metaphor, the gatekeeper role in software development work is not stable but changes considerably over time both from the point of view of the software house and the client. Moreover, there m to be typical recurrent natterns of change for the gatekeep

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57	Gatekeepers in the action structure of software contracting: a case study of the	
	evolution of user-developer relationships	
	Ari Heiskanen, Jouni Similä May 1992 Proceedings of the 1992 ACM SIGCPR conference on Computer personnel	
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	Is it possible to achieve some of the benefits of formal testing within the informal	
	programming conventions of the spreadsheet paradigm? We have been working on an	
	approach that attempts to do so via the development of a testing methodology for this	
	paradigm. Our "What You See Is What You Test" (WYSIWYT) methodology supplements	
	the convention by which spreadsheets provide automatic immediate visual feedback about	
	values by providing automatic immediate visual feedback about &ld	
	Keywords: empirical studies, spreadsheets, testing, visual programming	
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59	Get high school students hooked on science with a challenge	
۱	M. Cohen, M. Foster, D. Kratzer, P. Malone, A. Solem	
~	March 1992 ACM SIGCSE Bulletin, Proceedings of the twenty-third SIGCSE technical symposium on Computer science education SIGCSE '92, Volume 24 Issue 1	
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